

## II. CLAIM AMENDMENTS

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1. (Currently Amended) A method for administering digital collectible cards in a cellular mobile communication network, comprising the steps of:

identifying ~~the~~ a user of a cellular mobile terminal phone in the communication network, the user entering the cellular mobile communication network using the cellular mobile terminal phone and

associating a digital collectible card with the user based on ~~the~~ an identification of the user in the cellular mobile communication network received from the cellular mobile terminal phone.

2. (Currently Amended) The method of claim 1, further comprising the step of the user trading the ~~associated~~ digital collectible card with a second user, wherein the second user is associated with the digital collectible card after the trade.

3. (Original) The method of claim 2, wherein the step of trading the digital collectible card with the second user is performed under control of a server.

4. (Currently Amended) The method of claim 2, wherein the step of trading the digital collectible card with the second user includes storing the digital collectible card at a first ~~mobile terminal~~ cellular phone, and transferring the digital collectible card from the first ~~mobile terminal~~ cellular phone to a second ~~mobile terminal~~ cellular phone via a wireless communication.

5. (Original) The method of claim 1, further comprising storing the digital collectible card on a server, and making the

association of the digital collectible card with the user at the server.

6. (Original) The method of claim 1, wherein the association of the digital collectible card with the user indicates ownership of the digital collectible card by the user.

7. (Original) The method of claim 1, further comprising the step of notifying the user of a given digital collectible card associated with a second user wherein the given digital collectible card is available for purchase or trade.

8. (Currently Amended) The method of claim 1, comprising

keeping location information ~~enof mobile terminal~~cellular phones including the cellular phone of the user in the communication network, and

determining ~~thea~~a vicinity of a second user based on the location information of the ~~mobile terminal~~cellular phone of the user and of the ~~mobile terminal~~cellular phone of the second user.

9. (Original) The method of claim 1, and comprising before the step of associating the user requesting to purchase the digital collectible card.

10. (Currently Amended) The method of claim 1, further comprising wherein the step of identifying the user in the communication network comprises the step of entering an additional password at the cellular mobile terminal phone as part of associating the digital collectible card with the user.

11. (Currently Amended) The method of claim 5, further comprising

transmitting a request from the ~~mobile-terminal~~cellular  
phone to a server to send the digital collectible card to  
the ~~mobile-terminal~~cellular phone,

identifying the user sending the request,

comparing the identity of the user having send the request  
with the user identification information associated with  
the digital collectible card, and

providing the user with the digital collectible card in  
response to having determined a match of the identity and  
the user identification information in the comparison.

12. (Currently Amended) The method of claim 11, wherein the  
step of providing the user with the digital collectible card  
comprises the steps of:

transmitting the digital collectible card from the server  
to the ~~mobile-terminal~~cellular phone via the communication  
network; and

displaying the transferred digital collectible card on the  
~~mobile-terminal~~cellular phone.

13. (Original) The method of claim 11, wherein the step of  
providing the user with the digital collectible card comprises  
providing the digital collectible card for view on the ~~mobile~~  
~~terminal~~cellular phone for a limited period of time only.

14. (Original) The method of claim 1, wherein the digital  
collectible card includes at least one of a streamed video, and  
advertisement, digital music, a video clip and an avatar  
feature.

15. (Original) The method of claim 1, wherein the digital collectible card includes at least one dynamic user-specific feature.

16. (Currently Amended) The method of claim 1, wherein the digital collectible card comprises data information and the method further comprises the step of updating data information of the digital collectible card in real time based on a real event corresponding to ~~the~~ contents of the digital collectible card.

17. (Original) The method of claim 16, wherein the step of updating data information of the digital collectible card is done on request of the user.

18. (Original) The method of claim 1, further comprising the step of adding an indicator to the digital collectible card wherein the indicator includes a certain price for the digital collectible card.

19. (Original) The method of claim 1, wherein the communication network includes a cellular mobile communication network.

20. (Currently Amended) The method of claim 5, wherein the server storing a plurality of digital collectible cards and association information identifying ~~the~~ owners of the digital collectible cards.

21. (Currently Amended) A digital collectible card system in a cellular mobile communication network, comprising:

at least one cellular mobile terminal phone for displaying and controlling of at least one digital collectible card

associated with a user of the cellular mobile terminal  
phone; and

a server communicating with the cellular mobile terminal  
phone via the cellular mobile communication network for  
storing the digital collectible card and for associating  
the user with the digital collectible card, wherein the  
associating is based on an identification of the user in  
the cellular mobile communication network received from the  
cellular mobile phone.

22. (Currently Amended) The digital collectible card system of  
claim 21, further comprising a digital physical card wirelessly  
communicating with the ~~mobile terminal~~cellular phone for,  
independently of the ~~mobile terminal~~cellular phone, presenting  
the digital collectible card transferred thereto.

23. (Original) The digital collectible card system of claim 21,  
wherein the communication network includes mobile network and  
Internet, and wherein the mobile network is selected from a  
group consisting of GSM, GPRS, and UMTS.


24. (Currently Amended) The digital collectible card system of  
claim 21, wherein the communication network includes a location  
register to locate the position of the ~~mobile terminal~~cellular  
phone.

25. (Original) The digital collectible card system of claim 21,  
wherein the digital collectible card includes at least one of a  
streamed video, an advertisement, digital music, a video clip  
and an avatar feature.

26. (Original) The digital collectible card system of claim 21, wherein the digital collectible card includes at least one dynamic user-specific feature.

27.-28. (Cancelled)

29. (Currently Amended) A computer program product comprising a program of instruction executable by a computing system for administering digital collectible cards in a cellular mobile communication network, comprising:

 computer program code for identifying a user of a cellular mobile terminal phone, the user entering a the cellular mobile communication network using the cellular mobile terminal phone; and

computer program code for associating a digital collectible card with the user based on the identification of the user in the cellular mobile communication network received from the cellular mobile terminal phone.

30. (Currently Amended) A cellular mobile terminal phone for viewing digital collectible cards in a cellular mobile communication network, the cellular mobile terminal phone comprising:

an input user interface ~~to allow the user of the mobile terminal to input user identity information and to request~~ a digital collectible card from the cellular mobile communication network;

a memory to store the digital collectible card received at the cellular mobile terminal phone;

an output user interface to display a received digital collectible card;

a transceiver for cellular mobile wireless communication over the cellular mobile communication network; and

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a processor configured to transmit user identity information to a digital collectible card server over the cellular mobile communication network and a request to receive a particular digital collectible card from the digital collectible card server, wherein the digital collectible card is adapted to be associated with the user based on the identification of the user in the cellular mobile communication network received from the cellular mobile phone.

31. (Cancelled)

32. (New) The cellular mobile phone of claim 30, wherein identification of the user in the cellular mobile communication network requires a password.

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